

Keyboard and Mouse Controls

Movement

Move Forward	W
Move Backward	S
Move Left	A
Move Right	D



Combat

Switch Grenade	G
Switch Weapon	TAB
Reload	R
Melee Attack	F
Exchange Weapon	X

Actions

Jump	SPACEBAR
Crouch	Left CTRL
Flashlight	Q
Scope Zoom	Z
Action	E



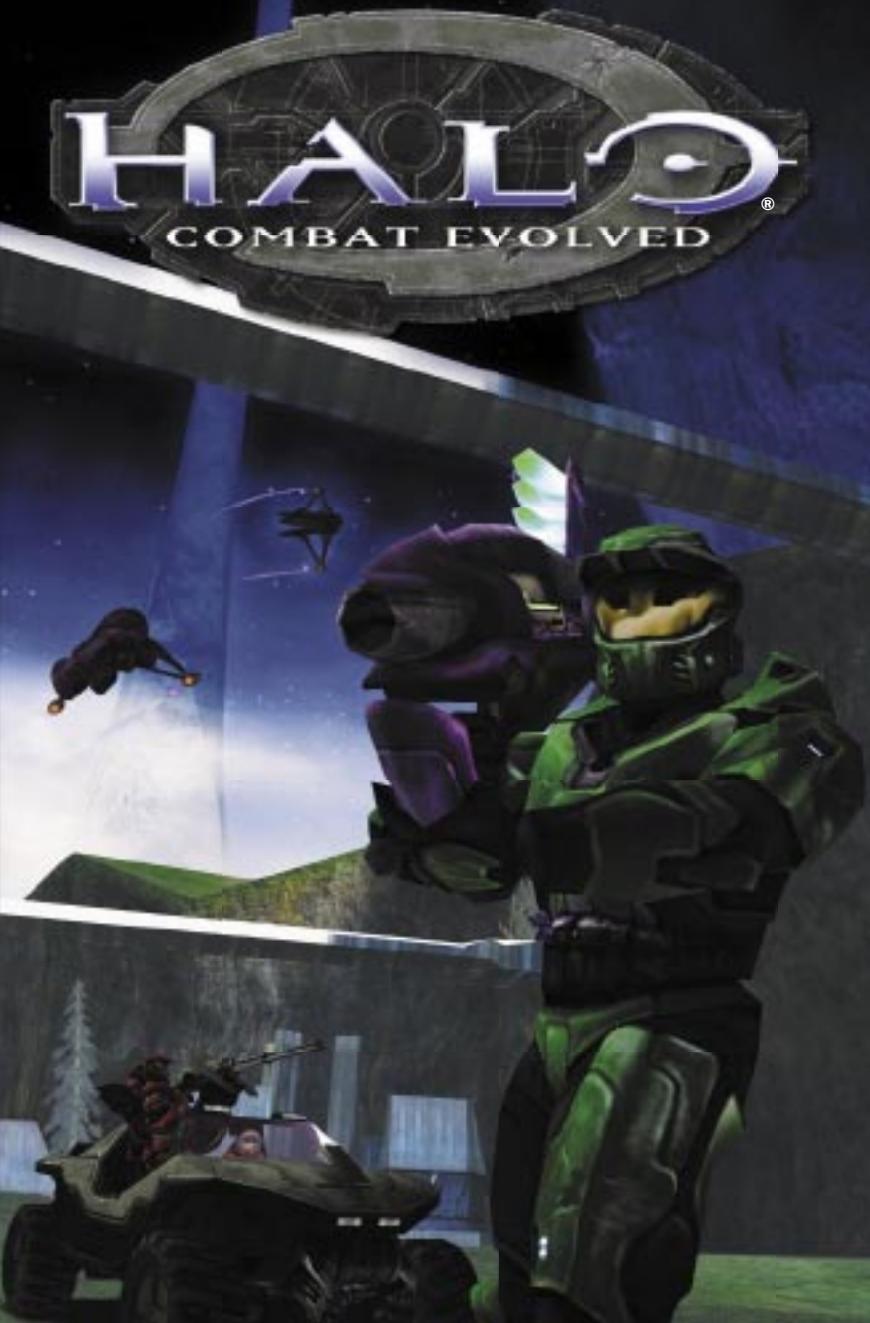
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0803 Part No. X09-83590



About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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Play the game... live the adventure!

Don't miss the best-selling novel series from Del Rey, www.delreydigital.com, based on the hit Xbox® and PC game *Halo*®. *Halo: The Fall of Reach*, by author Eric Nylund, explores the history of the heroic super-soldier, the Master Chief. *Halo: The Flood*, by author William C. Dietz, continues the story as the Master Chief struggles to unlock Halo's secrets. Available in fine bookstores now!

Read sample chapters from the best-selling novels, which are available in PDF format, on the *Halo for the PC* disc in the Goodies folder.

Go beyond the game with action figures from JoyRide Studios, www.joyridestudios.com; PC strategy guides from Sybex, www.sybex.com; and the Official Game Soundtrack from Sumthing Else MusicWorks, Inc., www.sumthing.com—or look for 'em at <http://store.bungie.com>.

The Story So Far

The year is 2552. Planet Earth still exists, but overpopulation has forced many of her former residents to colonize other worlds. Faster-than-light travel is now a reality, and Earth's unified government, through the United Nations Space Command, has put its full weight behind the colonization effort—millions of humans now live on habitable planets in other solar systems. A keystone of humanity's colonization efforts is the planet Reach, an interstellar naval yard that builds colony ships for civilians and warships for the UNSC's armed forces. Conveniently close to Earth, Reach is also a hub of scientific and military activity.

Thirty-two years ago, contact with the outer colony Harvest was lost. A battlegroup sent to investigate was almost completely destroyed; only one badly damaged ship returned to Reach. Its crew told of a seemingly unstoppable alien warship that had effortlessly annihilated their forces.

This was humankind's first encounter with a group of aliens they eventually came to know as the Covenant, a collective of alien races united in their fanatical religious devotion. Covenant religious elders declared humanity an affront to the gods, and the Covenant warrior caste waged a holy war upon humanity with gruesome diligence.

After a series of crushing defeats and obliterated colonies, UNSC Admiral Preston Cole established the Cole Protocol: no vessel may inadvertently lead the Covenant to Earth. When forced to withdraw, ships must avoid Earth-bound vectors—even if that means jumping without proper navigational calculations. Vessels in danger of capture must self-destruct.

On Reach, a secret military project to create cyborg super-soldiers takes on newfound importance. The soldiers of the SPARTAN-II project rack up an impressive record against the Covenant in test deployments, but there are too few of them to turn the tide of the war.

Existing SPARTAN-II soldiers are recalled to Reach for further augmentation. The plan: board a Covenant vessel with the improved SPARTAN-IIs and learn the location of the Covenant home world. Two days before the mission begins, Covenant forces

strike Reach and annihilate the colony. The Covenant are now on Earth's doorstep. One ship, the *Pillar of Autumn*, escapes with the last SPARTAN-II and makes a blind jump into deep space, hoping to lead the Covenant away from Earth.



Bungie Fans Unite— World Domination Imminent

At Bungie Studios, we take great pride in our relationship with our fan community. The fact of the matter is that we wouldn't be where we are today without the support of a rabid, intelligent, and steadily growing fan base. While we're not exactly sure what it is about Bungie that attracts such devotion, we humbly ask you to visit our world and see for yourself. To us, Bungie is not just a name—it's a way of life. Next stop: world domination!

bungie.net Bungie's official online home and the hub of our robust community. Everything begins here: www.bungie.net.



Brothers and Sisters: the time is nigh. Join the 7th Column, Bungie's Official Fan Club and together, the planet is ours! www.bungie.net/7thcolumn.

TRUTH & RECONCILIATION Visit Tru7h & Reconciliation for everything Halo—news, screenshots, behind-the-scenes info and more. www.bungie.net/halo.

Setup and Installation

Now that you have the renowned *Halo for the PC*, you are about to experience the thrill of combat as the most advanced human soldier ever.

Follow the installation instructions, and soon you will be gunning down Covenant forces and leading the Marines on new missions.

To install Halo

Insert the *Halo for the PC* CD into your CD-ROM drive and follow the instructions that appear on the screen.

Note If Setup does not begin automatically, see the Readme file located on the *Halo for the PC* CD.

Getting Started

The Main Screen

After you install Halo, the Halo main screen appears with the following options.

Campaign

Choose this option to begin a new campaign or resume where you left an existing one. Your progress on a single-player game will be saved to this profile.



A campaign is associated with a player profile. When you want to start a new campaign, you need to create a new player profile.

To start a campaign

If you have not yet created a player profile, you will be prompted to create one.

1. On the Halo main screen, click Campaign.
2. Enter a name for your player profile.
3. Select a difficulty level, and then click OK.

Note To play a campaign with a different player profile, select it before you click Campaign.

To continue a campaign in progress

Progress is saved automatically at specific checkpoints.

- Click Campaign on the main screen, and then click Continue.

To save a checkpoint

You may also choose to save the last checkpoint to a user file so you can easily replay your favorite moments from the game.

1. From within a level, press ESC.
2. Click Save Last Checkpoint.

To load a saved checkpoint

1. Click Campaign on the main screen, and then click Load Game.
2. Select a saved checkpoint.

Multiplayer

Compete online with up to 16 players using a local area network (LAN) or the Internet. For more information on setting up a multiplayer game, see page 23.

Profiles

Create a new player profile to start a new campaign, or select an existing player profile to play a saved campaign or multi-player game.

To create a new player profile

1. On the Halo main screen, click Profiles.
2. Click Create New.
3. Enter a name for your player profile.

To select a different player profile

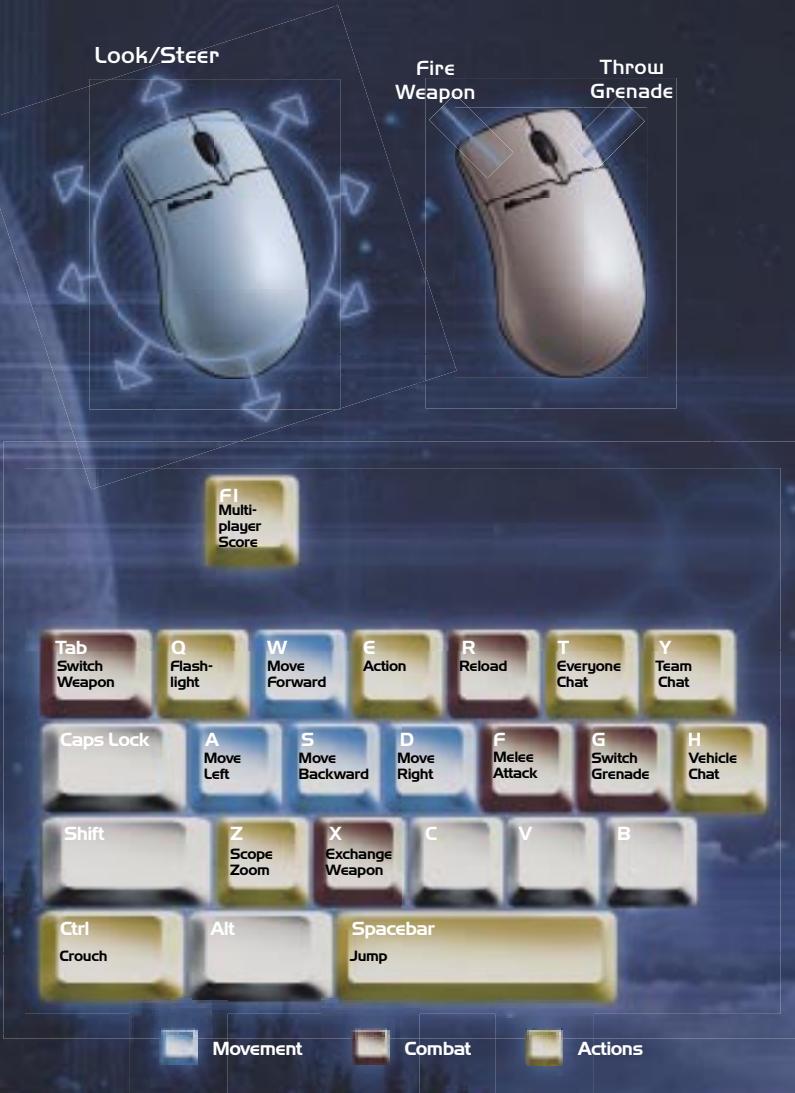
1. On the Halo main screen, click Profiles.
2. Select a player profile, and then click OK.

Settings

Tweak your controller, display, and sound settings for a specific player profile. For more information, see page 26.

Game Controls

These are the default keyboard and mouse controls for Halo. For default gamepad controls, click **Settings** on the main page.



Fighting the Enemy

You are the Master Chief—all that remains of a classified military project to build a series of genetically enhanced super-soldiers. You are humanity's last and best hope against the Covenant—but you're woefully outnumbered, and survival is not guaranteed.

Your Armor

Human soldiers have used performance-enhancing equipment for hundreds of years, and your MJOLNIR battle suit represents the current pinnacle of military technology. As a product of the SPARTAN-II project where you were bio-engineered and technologically enhanced for better reflexes, eyesight, and coordination, the addition of your MJOLNIR armor makes you nearly invincible.



The battle suit utilizes a neural interface implanted in your brain. Your armor's movements and weapons are controlled at the speed of your thoughts. The battle suit also contains a layer of crystal that forms a network capable of supporting starship-grade AI so you can overpower alien computer systems if necessary. The suit's shell is comprised of many layers of strong alloy and a refractive coating to disperse energy weapon hits. Internally, the suit regulates temperature and can reactively change in density as necessary.

Your HUD

The Heads Up Display (HUD) is your view of the world through your battle suit's visor, but enhanced with essential information. Knowing how to read and understand the components of the HUD greatly improves your ability to fight in battle.

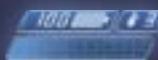


- A Ammo in Clip
- B Ammo
- C Grenades
- D Targeting Reticle
- E Navigation Point
- F Flashlight

- G Health
- H Shield
- I Direction of Fire
- J Motion Tracker
- K Ally (UI Color)
- L Enemy (UI Color)

ABC Weapon Indicator

The weapon indicator in the upper-left corner of your HUD displays information about the weapon you're currently using. For ballistic weapons, you can quickly check how many magazines of ammo you have left, as well as the number of rounds left in a magazine. It also displays the number of grenades you have.



When you arm yourself with enemy weapons such as the Covenant plasma rifle or pistol, the weapon indicator changes to indicate the percentage of charge you have left in the weapon.

D Targeting Reticle

The targeting reticle is the aiming device for the weapon currently in use. The reticle style changes based on the type of weapon it is. When the reticle turns red, an enemy is in range and targeted.

E Navigation Points

A red triangle on the HUD represents a nav point. The direction the triangle points indicates the heading you must take to reach the next nav point. Nav points are useful navigational tools for meeting up with your crew at prearranged locations or to help you maintain awareness of areas of interest.

F Flashlight Indicator

The Flashlight Indicator appears on the HUD when you press Q to turn on your battle suit's built-in flashlight. The indicator tells you how much charge you have left to power the flashlight. Because the flashlight does drain power from your battle suit, use it only as needed.

GH Health and Shield Indicators



The Health Indicator is the gauge next to the blue cross symbol. Your health indicator is persistent but additional indicators will appear on the HUD when you're driving the Warthog and have a gunner or passenger on board. How full the fill bar is, and the color

Melee Fighting

used to fill it, indicates health status: red is poor, yellow is okay, and blue is excellent. Health does not restore automatically over time, but sometimes health power-ups can be found right when you need them.

The Shield Indicator is the gauge next to the shield symbol. When you're not taking damage, your shield charges automatically and stops charging when you reach full power. When your shields are at a critical level, the fill bar color changes to red until they recover to full power.

I Direction of Fire Indicator

When you're in a firefight, the red arrows that appear on the HUD indicate the direction(s) from which you're receiving enemy fire.

JKL Motion Tracker

The Motion Tracker in the lower-left area of your HUD is like an overhead radar in that it displays characters and vehicles in motion in a position relative to your own. Enemies using visual stealth or that are motionless do not appear on the Motion Tracker. When a unit or vehicle starts and then stops moving, the representative dot grows and fades away. Dots representing vehicles are larger than dots representing characters.

Scope Zoom

For weapons that use a scope, you can change the zoom magnification level for a closer view of objects. To cycle through the magnification levels press Z. Continue to press Z until you cycle back to normal view.



Melee fighting involves the use of the weapon in your hands as a blunt instrument to ward off attackers. This is handy when the enemy is in close, or when you're out of ammo and want to keep dishing out the pain! Your ability to fight in Melee mode varies from weapon to weapon, so experiment to find the best weapon for the situation. To use melee fighting, press F.

Human Weapons

You're probably already familiar with them, but here are briefs on the weapons. Since you can carry only two weapons and two types of grenades at a time, you need to know the pros and cons of whether or not to swap one weapon for another in a given situation.



M9 HE-DP Grenade

The M9 high explosive, dual purpose grenade is a thrown fragmentation device. Use it to suppress or disable vehicles, except tanks. It can be thrown, rolled, bounced or ricocheted into places direct fire weapons can't reach. Increase the angle of the throw to toss it farther or get it over obstacles. Be careful not to throw it too close to your own location.



M6D Pistol

This pistol is a recoil-operated, magazine-fed handgun. It is issued with a smart-linked scope capable of 2x magnification (press Z). It fires 12.7mm semi-armor-piercing, high-explosive rounds. It can shoot either semiautomatic or automatic fire (click and hold the left mouse button for automatic fire).

Shot placement is very important. The only shot that guarantees immediate and total incapacitation is one roughly centered in the head, above a horizontal line passing through the ear opening and below the crown of the alien skull.



MA5B Assault Rifle

This rifle is gas-operated and magazine-fed. It fires 7.62mm armor-piercing rounds. Rate of fire is limited by a soldier's ability to aim, fire and change magazines. Short, controlled bursts are more accurate than fully automatic fire.

The MA5B's integrated computer displays rounds left in the magazine and the relative direction of the gas giant, Threshold, for point of reference. This feature is particularly useful for orienting you in areas where it's easy to get turned around and lose your sense of direction.



M90 Shotgun

The shotgun is a pump-action magazine-fed (dual tubular non-detachable type) weapon. It fires 8 gauge magnum (3.5") rounds. This weapon is very effective against targets at close range and may be used to engage several targets simultaneously at medium and long range.



S2 AM Sniper Rifle

This rifle is a gas-operated magazine-fed weapon. It is issued with a smart-linked scope with two levels of magnification (press Z once for 2x, press again for 8x, and once more to deactivate). It fires 14.5mm armor-piercing fin-stabilized discarding-sabot rounds.

WARNING: The 14.5x114mm APFSDS round is an anti-materiel munition. It can easily over-penetrate several armored soldiers. Be sure of what is on the other side of your target before firing.



M19 SSM Rocket Launcher

The M19 SSM is a man-portable and shoulder-fired rocket launcher. It has two major components, the launcher and the magazine. The magazine (the expendable part of the system) contains two 102mm shaped-charge, high-explosive rockets. It is designed for fast, easy detachment from the launcher. The launcher contains the sighting and fire control systems. It is issued with a smart-linked scope with two levels of magnification (press Z once for 2x, press again for 8x, and once more to deactivate).



M41 LAAG

The Warthog's M41 light anti-aircraft gun is a three-barreled, electric-powered, linkless, drum-fed weapon. It fires 450 to 550 12.7x99mm armor penetrating rounds per minute. Turret traverse rate is 100 degrees per second and weapon elevation rate is 60 degrees per second. Recoil from sustained fire is prodigious and negatively impacts accuracy at long range.



Flamethrower (Multiplayer)

The M7057 Defoliant Projector is a standard chemical flamethrower which projects and ignites a stream of volatile, semi-liquid adhesive. Flamethrowers are cumbersome, difficult to aim, and effective only at a short range. However, they are excellent suppression weapons, and against unshielded enemies or structures they are devastating.

Covenant Weapons

You should also be aware of the weapons the Covenant use since you can pick up and use any that you find by walking over them when you see them lying on the ground and pressing E. The Covenant seem more vulnerable to these weapons, so take advantage of this weakness whenever possible.



Plasma rifle

Core power output: 100-150 kV : 2-3 dA

Rate of Fire: 420-600 RD/MIN

This is a directed energy weapon. It is capable of either semiautomatic or automatic fire (click and hold the left mouse button for automatic fire). Continuous rapid fire overheats the weapon—this in turn depletes the weapon's power core.

We currently do not understand how to replace or re-charge a power core.

Note This weapon will deplete its energy source as you use it. It is wise to replace it as often as possible.



Plasma pistol

Core power output: 100-150 kV : 2-3 dA

Overcharge power output: 1.5 mV : 2-3 dA

This weapon is a semi-automatic directed energy weapon. If you pull and hold the left mouse button, the weapon may become over-charged; when the left mouse button is released the bolt is launched. After the over-charged bolt is launched the weapon temporarily stops functioning as it dumps waste heat. Use of the over-charge capability rapidly depletes the weapon's power core. We currently do not understand how to replace or recharge a power core.

Note This weapon will deplete its energy source as you use it. It is wise to replace it as often as possible.



Needler

Very little is known about this weapon other than that it is a magazine-fed weapon capable of automatic fire. Its projectiles penetrate soft targets no matter what the angle of impact. They ricochet off hard surfaces at oblique angles, however, and are always deflected by energy fields—the only exceptions to this are the shields generated by the MJOLNIR battle suit and the Elite's combat armor. The composition and energy signature of its projectile is unknown. The manner in which the projectiles home in on their target is also unknown.



Stationary Gun (Shade)

Although the Shade appears to be a light anti-vehicle weapon, the Covenant uses it almost exclusively in an anti-infantry role. The operator sits directly behind the gun and an armored control suite, but relies entirely on infantry support for protection to the sides and rear.



Plasma Grenade

This weapon is similar to our own hand grenade in that it is a thrown anti-infantry and anti-vehicle weapon. It has some kind of internal mechanism that allows it to distinguish between targets and background. For example, it will stick to a soldier or vehicle, but not a tree or wall. It has a three-second fuse that is activated after it sticks to a target or otherwise comes to a rest.

Getting Around on Halo



Fuel Rod Gun (Multiplayer)

Core Power output: 250-300 kV : 4-5 dA

Overcharge power output: 2.5 mV : 4-5 dA

The Fuel Rod Gun is an indirect-fire weapon: its explosive projectiles follow an arc-like trajectory. The impact of a Fuel Rod is powerful and effective against vehicles and infantry alike. Be careful, however, as rapid fire overheats the weapon. We currently do not understand how to replace or recharge a power core.

Note This weapon will deplete its energy source as you use it. It is wise to replace it as often as possible.

Halo is vast and you will need to cover a lot of ground quickly, so vehicles are indispensable. Therefore, hijacking Covenant vehicles is useful and necessary. The strength provided by your MJOLNIR armor allows you to right overturned vehicles by standing next to the vehicle and pressing E.

Human Vehicles



M808B Scorpion MBT

Crew: 2 (or 1 cyborg)

Weight: 66 tons

Main gun: 90mm HV (High Velocity)

Secondary/coaxial gun: 7.62mm AP-T
(Armor Piercing, Tracer)

The Scorpion Main Battle Tank is primarily an anti-vehicle weapons platform, but it also has very high anti-infantry capabilities. Its ceramic-titanium armor makes it nearly invulnerable to small arms fire, but its deep dead-zone (the area within which fire from the tank's guns cannot hit targets) puts it at risk from enemy anti-tank infantry. Up to four soldiers may ride on (and fire from) the Scorpion's track pods. Riding on a tank is always hazardous and should be done only when the advantages outweigh the risks.



M12 Warthog LRV

Crew: 1+1 (plus 1 more in rear)

Weight: 3.25 tons

Armament: 12.7mm three-barreled machine-gun

The M12 light reconnaissance vehicle (LRV), or Warthog, is the standard vehicle of the UNSC armed forces. It is fast and maneuverable, but prone to rollovers during hard cornering. A three-barreled machine-gun is mounted in the rear of the vehicle. Armed passengers significantly increase the unit's anti-infantry capacity.

The Pillar of Autumn and Its Crew



M12A1 Warthog LAAV (Multiplayer)

Crew: 1 + 1 (plus 1 more in rear)

Weight: 3.5 tons

Armament: 102mm rocket launcher

The M12A1 light anti-armor vehicle (LAAV) is a variant of the Warthog—the machine gun is replaced with a triple-barreled 102mm rocket launcher. Like its counterpart, it is fast and highly maneuverable. Although the rocket launcher makes it an effective anti-vehicle weapon platform, the time required to reload the weapon after firing all three rockets leave the vehicle and its occupants vulnerable to counter-attacks.

Covenant Vehicles



Ghost

Crew: 1

Weight: 2.25 tons

Armament: Two Plasma Cannons
(100-250 kW range)

The Ghost is the Covenant's standard reconnaissance and rapid attack vehicle. It is equipped with two of what are now accepted as the standard light vehicle mounted weapons: a directed energy weapon capable of projecting a bolt of superheated plasma in the 100-250kW range. While the vehicle is fast and maneuverable, the driver is virtually unprotected.



Banshee

Crew: 1

Weight: 3.25 tons

Armament: Two Plasma Cannons
(100-250 kW range)

Secondary weapon: Two Fuel Rod Cannons

The Banshee is the Covenant's standard ground assault aircraft. It is very fast, extremely maneuverable and capable of hovering. It has two weapon pods mounted to either side of the fuselage. Both of these pods contain a light plasma cannon and a fuel rod cannon. Though small arms fire may disrupt or disable the pilot, only heavy weapons are capable of inflicting damage or destroying the vehicle.

The *Pillar of Autumn* is a Halcyon-class warship that has seen decades of service. An aging but sturdy vessel, and one of the smallest cruisers in the human fleet, the military High Command chose it specifically as an inconspicuous launch pad for a covert offensive against the Covenant. Genetically-engineered cyborg soldiers in state-of-the-art battle suits were supposed to board a Covenant vessel and locate the Covenant home world. A surprise Covenant attack on the human military base on the planet Reach annihilated all but one of the SPARTAN-II soldiers. Known only by his rank of Master Chief, this SPARTAN-II was stored in a cryosleep chamber on the *Pillar of Autumn* shortly before the ship made a blind jump across the galaxy in a desperate effort to lead the Covenant away from Earth. The Master Chief is easily the best soldier aboard the *Pillar of Autumn*, but many of the human military's finest also call the ship home.



Captain Jacob Keyes

Twenty-six years into his military career, Captain Keyes commands respect as a keen strategist and inspirational leader of his men. He became a minor hero early in his career, when he led a small group of security troops against a Covenant ambush of the colony ship *Meriwether Lewis* and held them off long enough for the ship to escape. His many decorations and years of combat experience against the Covenant made him a natural choice to command the *Pillar of Autumn* and its secret cargo.

The Covenant



The Marines

A rugged and diverse assortment of soldiers, the Marines on the *Pillar of Autumn* are fighting a losing battle against the Covenant's superior weaponry and numbers. Under the leadership of Captain Keyes they continue to wage a

furious struggle against the Covenant, even as their numbers dwindle. They're the best of the best—but they're only human.



Cortana

Cortana is the highly advanced AI at the heart of the *Pillar of Autumn*. Her design allows her to be uploaded into an appropriately configured battle suit for increased mobility. She is capable of hacking into alien computer systems, and has used this skill to intercept Covenant communications during combat. She interprets this data to provide her caretakers with directional waypoints and the best available information about troop movement and strategy.

The Covenant forces have spent more than thirty years trying to wipe out humankind. Because their efforts have been so successful, and because few Covenant troops have ever been captured alive, little is definitively known about their origins, society, or motivations. Intercepted communications and battlefield reports indicate a religious underpinning to their genocidal campaign. What follows are brief descriptions of the alien races known to belong to the Covenant collective, gathered mostly from encounters on the battlefield.



The Grunts

Approximately 5' tall and relatively weak, Grunts tend to travel in packs and stick close to more powerful allies. Individually they are easy to defeat, but in groups they can overwhelm careless Marines. Their armor seems to house some sort of life-support mechanism. They are known to use a variety of weapons including the plasma pistol, plasma rifle and plasma grenades.



The Jackals

With superior senses of sight, hearing and smell, Jackals serve as scouts and assassins for the Covenant forces. They use plasma pistols and carry a strong energy shield to compensate for their physical weakness; a well-positioned Jackal can hold his own against several Marines, though grenades are effective against them. They stand approximately 5' 8" tall.

Multiplayer



The Elites

There are a few varieties of the Elite, but all are roughly 8' 6" tall and incredibly strong. Their strength allows them to rely on brute force when necessary, but they're quite capable of brilliant battlefield tactics as well. Their natural resilience is augmented with full-body energy shielding which recharges when depleted. They wield plasma pistols, plasma rifles, grenades and needlers.



The Hunters

Hunters stand 12' tall, though in their combat state they contract to approximately eight feet. Hunters fight with a Fuel Rod Gun integrated directly into their armor. They carry an enormous and nearly-impervious metal shield made of an unknown alloy, which they sometimes use as a melee weapon.

There is nothing like pitting your hard-won Halo skills against another person. You can battle up to 16 friends (or strangers) in multiplayer mode. You can host the game and select the game settings, rules, and map; you can also choose to join a game hosted by another person.

You can play on a LAN or over the Internet via GameSpy Internet Matchmaking. New weapons, vehicles, and maps expand the experience. Throw in teleporters, lots of ammo, and plenty of health power-ups for even more fun.

New Weapons, Vehicles, and Maps

Halo for the PC has several new weapons unique to multiplayer mode: the Fuel Rod Gun and the Flamethrower. In addition, the Stationary Gun is now available in multiplayer mode.

Halo for the PC has added the Banshee and the Rocket-launcher Warthog to multiplayer mode to help you get around in style. The Banshee isn't new to Halo, but it is new to multiplayer.

There are six new maps designed for multiplayer in *Halo for the PC*. And you thought you had everything figured out...

Chatting in Multiplayer Mode

Communication is important when you are teaming up to nail that sniper who has a fix on your position. Press T and enter text to chat with everyone. To chat with your teammates, press Y. To chat only with the occupants of a vehicle, press H and enter text.

Team Play

To play a team game, select a "team" gametype. The first person to join is on the Red Team, the second person to join is on the Blue Team, and so forth. To change teams, press ESC, click Change Options, click Choose Team, and then click Red Team or Blue Team. You will rejoin the game as part of the new team.

Accessing Multiplayer Mode

In order to play multiplayer *Halo for the PC*, you must have an Internet or LAN connection with access to a server. To access Multiplayer Mode, click Multiplayer on the Halo main screen.

GameSpy Internet Matchmaking

Matchmaking for Halo multiplayer games occurs through GameSpy servers. Once you choose to join a game, you will see available games hosted by other players in the GameSpy Lobby.



- A Click to filter games by locked status. Blue shows locked and unlocked games; green shows only unlocked games.
- B Click to filter games by dedicated server status. Blue shows all server types; green shows only dedicated servers.
- C Click to filter games by classic Halo content status. Blue means all game types; green means only games with original Halo content.
- D Message ticker and game rules for selected multiplayer game.
- E Click Get List to update the list of available games.
- F Click Filters to filter the list of games by various rules and maps.

Multiplayer on the Internet

Compete with up to 16 players at the same time over the Internet.

To host a multiplayer game over the Internet

1. On the Halo main screen, click **Multiplayer**.
2. Under **Create Game**, click **Internet**.
3. Select a map and a gametype.
4. Click **Start Game**.

To join a multiplayer game on the Internet

1. On the Halo main screen, click **Multiplayer**.
2. Under **Join Game**, click **Internet**.
3. Click **Get List** to get a list of available games.
4. Select a game on the list, and then click **Join Game**.
5. Enter a password if necessary.

For information on joining a multiplayer game using a specific IP address for a host server, see the Readme file located on the *Halo for the PC* CD.

Multiplayer on a LAN

You can play multiplayer with other people who have a PC connected to your PC via a LAN. To play a game over a LAN, you must have a LAN adapter card and be connected to the LAN.

To host a multiplayer game on a LAN

1. On the Halo main screen, click **Multiplayer**.
2. Under **Create Game**, click **LAN**.
3. Select a map and a gametype.
4. Click **Start Game**.

To join a multiplayer game on a LAN

1. On the Halo main screen, click **Multiplayer**.
2. Under **Join Game**, click **LAN**.
3. Click **Get List** to get a list of available games.
4. Select a game on the list, and then click **Join Game**.
5. Enter a password if necessary.

Server Name, Password, and Number of Players for Multiplayer Games

To change the name of the game server, select **Server Name** and enter a new name. Select **Password** to add a password to the game. To specify the maximum number of players for the game, select **Max Players** and enter the maximum number of players allowed. Note that the maximum number of players for a server is based on your connection speed. To optimize the network settings for your connection speed, click **Settings** on the Halo main screen (see page 26).

Settings in Halo are associated with player profiles. Changes to settings are saved with a specific profile and are not shared with your other profiles.

To edit the settings for a player profile

1. On the Halo main screen, click **Profiles**.
2. Select a player profile, and then click **OK**.
3. On the main screen, click **Settings**.
4. Select the options you want to modify.
5. Click **OK** on the **Edit Profile Settings Screen** to save the changes to the player profile.

Change Name Change your player profile name.

Controls Setup Customize the controls for different controller devices associated with the player profile.

Gamepads Specify which gamepads can be used by the player profile. You can customize controls for a gamepad in Controls Setup.

Mouse Setup Change the mouse settings for the player profile. These include how fast or slow you look up, down, and side-to-side.

Audio Setup Change the audio settings for the player profile. These include setting the music volume and adding sounds that bounce off surrounding objects (environmental sounds).

Video Setup Change the video settings for the player profile. These include adjusting the display resolution, turning on or off reflections on objects, and dynamic shadows.

Network Setup Change the network settings for the player profile. You can also optimize the settings for your network connection speed.

Change Color Change the color of the player in multiplayer.

Original Halo Team

Project Lead	Designers	Paul Clift	Mark Dias
Jason Jones	Paul Bertone	Adam Crockett	Steve Downes
Lead Producer	Tyson Green	Lorraine McLees	Todd Licea
Hamilton Chu	Jaime Griesemer	Stephen Okasaki	Mike Madeoy
Producer	Dan Orzulak	with: Craig Mullins	Andy Mckage
Rick Ryan	Additional Writing	Lee Wilson	Tawnya Pettiford-Waites
Programmers	Brannon Boren	Audio Lead and	David Scully
Chris Butcher	Matt Soell	Original Music	Pete Stacker
Bernie Freidin	Eric Trautmann	Martin O'Donnell	Jeff Steitzer
Charlie Gough	Multiplayer Lead,	Additional Music	Jen Taylor
Mat Noguchi	Lead Programmer	Michael Salvatori	Chris Wicklund
Matt Segur	Michael Evans	Sound Designers	Additional Voices
Guest Starring	Multiplayer	Jay Weinland	Bungie Folks
Eamon McKenzie	Programmers	with: Adam Tewes	Damage and Spin
Stefan Sinclair	Adrian Perez	Test Manager	Matt Soell
Ben Wallace	Stefan Sinclair	Harold Ryan	Draft Dodgers
Art Director	Multiplayer Lead	Test Leads	Pete Demoreille
Marcus Lehto	Designer	Curtis Creamer	Tom Gioconda
Asst. Art Lead	Hardy LeBel	Ryan Hylland	Joshua Grass
Steve Abeyta	Multiplayer Artists	Keith Steury	Justin Hayward
Artists	Chris Carney	Testers	Jason Major
Eric Arroyo	David Dunn	Chris Chamberlain	Juan Ramirez
Chris Barrett	Peter Marks	Mike Cody	Bob Settles
Mark Bernal	Derrick Moore	Chuck Cooper	Executive Producer
David Dunn	Stephen Okasaki	Erik Davis	Alexander Seropian
Chris Hughes	UI Lead	John Frey	Product Manager
Chris Lee	Max Hoberman	Rick Lockyear	Steve Fowler
Robert McLees	UI Designer	Paul Peterson	Product Planner
Stephen Okasaki	David Canland	Zach Russell	Jon Kimmich
Paul Russel	UI Programmer	Mathew Shimbaku	Localization
Shi Kai Wang	Stefan Sinclair	Luke Timmins	Program Manager
Michael Wu	Cinematics Director	Jeff Wilson	Ji Hong
with: Brian Schultz	Joseph Staten	Roger Wolfson	Halo Manual
Lead Designer	Cinematic Artists	Voice Talent	Writer: Keith Cirillo
John Howard	Steve Abeyta	Keny Boynon	Editor: Tom Brush
		Tim Dadabo	Designer: Karin Jaques

Special Thanks:

Everyone—Jule Zuccotti, Ed Fries, Matt Gradwohl, Michael Sartain, Mark Thomas, Stuart Moulder, Jonathan Sposato, Peter Parsons, Chris Cocks, Vic Bonilla, Miguel Chavez, Claude Errera, Brian Morden; Hamilton—Sandy&Chibi; Marcus—Lynn&kids I'm back!; M. Soell—All hippos worldwide; Shiek—Ba Ma Guh, Laurel G.; Marty—Marcie last crunch!!; Adrian—stage3.314 Spahr, 2DX; Tyson—The net and RHL gang; Butcher—Nen Watering Hole; Adam—AprilID, ShaneD, GregO, Chris L—minivan+redbriefedBB; Hardy—All my family&frnds; Tom—The guys from NoVA; Bernie—lil M+Sha sushi2nite; David C.—Marcy & all the kids; Mat—No more bloody eyes!; Michael—Erika Hall; Paul B.—Laura Drevecky; M. Cody—Betsy & Monkey; Stefan—God, 48th&VanDorn KFC; Joseph—Susan Lusty (&then?) ; Outsiders—thx 4M' IPIA!; Carney—ma9: it has begun... Jay—HDT you rock!; Erik—Christine&FatboySlim; M. Wu—Liz and Leia; Paul R.—Keely, Mom & Dad; Chuck—Weedmonkeys free AKI; Steve A.—Suetta, Mom & Dad; Luke—Rachel, Mom and Dad; Dave D.—BP, Bean, and Pauls; Lorraine—4 lettin' me join in; John—ConDev; Alex—Laura Seropian; Matt—the army; Rick—Sandy, Nathan & Celina; Zach—I st one, Mom & Dad; Eric A.—Joy's love & support; Jeffrey—Kate, M&D, the girls; Chris B.—Jody, Maxwell; Jaime—Meg, Bugs and the BB's; Ryan—MPplayers, Fans, Guz; R. McLees—Family new and old.

Technical Support Options

Halo for the PC

Gearbox Software

Executive Producer Randy Pitchford	User Interface and Input Charles Kostick Jimmy Sieben	Art Matt Armstrong Stephen Bahl Jennifer Burris Eli Luna David Mertz	Jennifer Burris Eli Luna David Mertz Marc Tardif
Producer Marc Tardif	Audio Programming Scott Velasquez	Multiplayer Game Design Shawn Green Matt Armstrong Stephen Bahl David Mertz	Network Administration, Support and Source Control Charles Kostick David McGarry Stephen Palmer
Lead Programming Shaun Green	Game Programming Shawn Green Steve Jones Charles Kostick Sean Reardon Jimmy Sieben Scott Velasquez	Business Administration Stephen Bahl Landon Montgomery	Business Administration Stephen Bahl Landon Montgomery
Graphics Programming Shaun Cavanaugh Shaun Green	Lead Level Design Matt Armstrong Stephen Bahl	Level Design Matt Armstrong Stephen Bahl	Testing Lead David McGarry
Network Programming Steve Jones Evan Nguyen Sean Reardon Jimmy Sieben	Lead Art Stephen Bahl		

Gearbox is:

John Antal, Stephen Bahl, Jeff Broome, Jennifer Burris, Sean Cavanaugh, Jeramy Cooke, Patrick Deupree, Erik Doescher, Shawn Green, Brian Hess, Josh Jeffcoat, Neil Johnson, Steve Jones, Charles Kostick, Eli Luna, Brian Martel, David McGarry, Landon Montgomery, Michael Neumann, Stephen Palmer, Randy Pitchford, Sean Reardon, Josh Rearick, Nathan Reinhardt, Jimmy Sieben, Marc Tardif, Matthew VanDolen, Scott Velasquez, Mike Wardwell, Jeff Wofford

Special Thanks to:

Creative Labs, Logitech, ATI, nVidia, Kristy Junio, Chef David Michael, Joe Kreiner, Rex Sikora, Liam Byrne, Daniel Peacock, Libby Jones, Lisa Beckham

Bungie Studios

Producer Michel Bastien	Print Artist Lorraine McLees	Multiplayer Test Leads Ryan Hylland James Polak	Executive Test Manager Harold Ryan
Development Manager Andy Glaister (Honorary Bungie) with Michael Evans	Community Manager Brian Jarrard	Test Manager Roger Wolfson	Executive Producer Hamilton Chu
			Studio Management Peter Parsons

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Microsoft Game Studios

Additional Programming Kev Gee	Localization Program Management Yasmine Nelson	Print & Packaging Operations Liz Corcoran (Manager)	Dan Hitchcock ◊ Erik Davis ◊ Jeremiah Pieschl ◊
Phil Teschner	Warren Wright ◊	Ernst Janson Darin Stummie ◊	Joe Ezell ◊ John Potter ◊ Shawn Johnson ◊
Product Planning Jon Kimmich	Print Manual Writing: Matt Whiting (Lead)	User Testing Jerome Hagen	Tim Williams ◊
Product Management Andrew Jenkins	Keith Cirillo	Testing Brandon Anthony ◊	◊ Volt
Cameron Payne	Eric Trautmann	Print Design: Chris Lassen	◊ ArtSource

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